

GRAUSTARK

168

1967U, 1967V, 1968G, 1968J, 1968PD

16 November 1968

1967U

"Fall-Winter 1915"

WESTERN ALLIES CONTINUE TO ADVANCE

GERMANY (M. Miller): A Mun S ITAN-
IAN A Pie-Tyr; A Bur S A Mun;
A Kie-Ber; F Bal S A Kie-Ber; A
Fru-Liv; A Sil-War; A St. P S A
Fru-Liv; F Bot S A Fru-Liv.

ITALY (Clark): F Norway S GERMAN A
St. P; A Ein-Liv; A Pie-Tyr; F
Ven-Tri; A Rom-Ven; A Tus S A
Rom-Ven; F Apu-Adr; F Nap-Ion;
F Lyo-Tyr; F Tun S F Lyo-Tyr.

RUSSIA (G. Heap): A Mos-St. P; A War
S TURKISH A Liv-Fru.

TURKEY (Beshara): A Ber-Sil; A Boh
S A Ber-Sil; A Tyr-Mun; A Rum-
Gal; A Tri-Ven; A Liv-Pru; F Ion-
Apu; F Adr-Ion; F Alb & F Eas S
F Adr-Ion.

Underlined moves are not possible. Germany retreats A Sil-Pru and Turkey retreats A Tyr-Vie. The Turkish army in Livonia is annihilated. The High Combatant Powers control the same supply centers as they did after "1914"; see GRAUSTARK #166. "Winter 1915" moves are:

GERMANY: Builds A Kie.

RUSSIA: Builds A Sev.

TURKEY: Builds A Con.

The deadline for "Spring 1916" moves is NOON, SATURDAY 30 NOVEMBER 1968.

ROME: Contrary to popular belief, rats usually do desert sinking ships.

STAND-BYS CALLED UPON

Two players failed to submit "Winter 1906" moves for 1968J (see p. 10). Mohran Thomson has resigned as Italy, but Kevin Roark sent in no stand-by moves. Margaret Gemignani should therefore send in stand-by "Spring 1907" moves for Italy in this game.

1967V

"Fall 1912"

ARMISTICE SIGNED!

ENGLAND (Lebling): A Den-Ber; F Bal
C A Den-Ber; F Bot-Liv; A St. P
(n.c.) & A Fin hold; A Norway S
F St. P(n.c.); F North Africa S
FRENCH F Tun.

FRANCE (Prosnitz): F Hel S A Kie;
A Fur-Mun; A Kie & A Ruh S A Bur-
Mun; A Mar-Pie; F Lyo S A Mar-
Pie; F Wes S F Tun; F Tun & A
Gas hold.

GERMANY (M. Thomson): F Fru S
AUSTRO-HUNGARIAN A Liv; A Ber S
AUSTRO-HUNGARIAN A Mun.

AUSTRIA-HUNGARY (H. Anderson): A
Sil S GERMAN A Ber; A Liv S GER-
MAN F Pru; A Boh & A Tyr S A Mun;
A Mun, A Pie, & F Gre hold.

TURKEY (S. Heap): F Ion, F Tyr, &
A Ser hold; F Nap, F Rom, & F Tus
S F Tyr; A Ven S AUSTRO-HUNGARIAN
A Pie; A Mos S AUSTRO-HUNGARIAN A
Liv; A Rum-Ukr.

Underlined moves are not possible. The High Combatant Powers control the same supply centers as they did after "1911"; see GRAUSTARK #164 and #166.

The Gamesmaster has received statements from all players agreeing to a draw. Unless someone changes his mind and contacts the Gamesmaster to that effect before NOON, SATURDAY 23 NOVEMBER 1968, 1967V will be declared drawn.

1968J - PRESS RELEASE

ANKARA: Sultan Abdul assures Prime Minister Townsend that there is no need for British warships in the Black Sea. The battleship Paron de Tott at Smyrna will resist all British endeavors.

NEW POSTAL DIPLOMACY GAMES BEGIN

In response to numerous requests by its readers, GRAUSTARK is now opening two new postal Diplomacy games. They will be conducted under the rules given on pp. 3-8.

The entry fee will be \$3.50, payable in advance. Players will be entered in the order in which their entries arrive, except as provided with Lists I and II below. The first 14 entrants will be the players in the games. The next four will have the option of being stand-by players (see Rule 5), of getting their money refunded, or of having all or part of their entry fee applied to a subscription to GRAUSTARK. On the basis of past games, the publisher can guarantee that both stand-bys will get to play eventually.

To bring new players into GRAUSTARK games, the beginning players in the existing games 1967U, 1967V, 1968G, and 1968J will not be accepted as entrants unless the two new games cannot otherwise be filled. Beginning players in these four games can enter one of the new games as stand-bys, however.

"List I" consists of all players who entered one of the four current games. Players in "List I" will be accepted for the new games only if full boards cannot be made up from unlisted players. Players in "List II" entered two of the four current GRAUSTARK games, and will not be accepted unless full boards cannot be made up from unlisted players and players on List I.

List I

John Beshara
Jack Chalker
Michael Childers
Frank Clark
George Heap
Sherry Heap
Stephen Hueston

Michael Miller
Frank Musbach
Ivan Musicant
Lawrence Peery
Eugene Prosnitz
Richard Ubr
Rod Walker

List II

Hugh Anderson
Steven Gordon
Thomas Griffin
James Latimer
David Lebling
Robert Maloney
Mehran Thomson Jr.

The Gamesmaster sincerely hopes that those Lists are not misunderstood by GRAUSTARK's veteran players. Past experience has shown that one of two new games is usually filled within a week, and the other by two weeks. New people are getting interested in postal Diplomacy, and they shouldn't get trampled in the rush. "List I" players have an excellent chance of getting into a game, and "List II" players can do no worse than try. If any listed player sends in an entry fee and does not wish to be a stand-by, his money will be refunded.

Experience has shown that it is a good idea to allow more than two weeks between the country assignments and the "Spring 1901" moves. The players use the time to get their alliances settled. If 7 entries by unlisted players are received by Saturday 23 November 1968, the country assignments will be sent out in letters to the players, and a deadline of 14 December 1968 will be set. Otherwise "Spring 1901" moves will be due on 28 December.

GRAUSTARK is published by John Boardman, 592 16th St., Brooklyn, N. Y. 11216. Entry fees should be made payable to John Boardman, not to GRAUSTARK.

This is

O At
F Great
E Intervals
R This
A Appears
T To
I Inflamm
O Optic
N Nerves

THE RULES OF POSTAL DIPLOMACY

The following rules are used in all GRAUSTARK games. They deal only with the postal aspect of Diplomacy, and do not propose to modify the original rulebook written by Allen F. Calhamer, inventor of Diplomacy.

1. The rules of across-the-board Diplomacy, as given in the rulebook published by Games Research Inc., will be followed as far as is practicable in postal play.

2. The entry fee for GRAUSTARK games will be \$3.50. The Gamesmaster undertakes to publish a move-by-move account of the game every two weeks, and to mail this bulletin to the active players by first-class mail. A player's subscription shall last as long as does the game in which he is enrolled, but a player who has dropped or been eliminated from the game may receive GRAUSTARK at 3rd-class mail rates at the discretion of the Gamesmaster.

3. Subscriptions for non-players are 10 issues for \$1.00. If a player has an unexpired subscription to his credit when he enters a game, this credit shall be held over until the game ends, and then applied to subsequent issues of GRAUSTARK received by him.

4. The Gamesmaster shall announce a deadline date for entries. Upon this date, or upon such earlier date as he shall receive a full slate of entries for the game, he shall assign by lot one country to each player. He shall then publish an issue of GRAUSTARK for the game, dated "Winter 1900", informing the players of the country assignments, names, and addresses of their opponents.

5. Two stand-by players will be enrolled in each game. Stand-bys will receive GRAUSTARK on the same basis as the active players. If an active player misses a move, the first stand-by shall send in orders for the next move for his country. If the original player of that country also sends in orders for the next move, he continues in control of that country. But if the original player misses two moves in succession, the orders of the first stand-by for the second of these moves will be used instead, and the first stand-by will take over the play of this country. For the purpose of this rule, "Winter" moves count as a move. If more than one player fails to send in moves, the stand-by player shall submit moves for the player with the largest number of units on the board. The stand-by may at his discretion also send in moves for one or more of the other missing players.

6. Two weeks will be allotted to the players for each move. Unless otherwise announced, GRAUSTARK deadlines will be set at noon on alternate Saturdays. Moves may be sent in by letter, postcard, telephone, telegraph, cable, or hamgram.

7. The Gamesmaster shall compare the moves sent to him, and determine which are possible and which are impossible under the rules of Diplomacy. The decision of the Gamesmaster shall be final unless a move has been specifically violated. In such a case, the game shall be set back to the last move prior to the error and resumed from there.

8. The Gamesmaster shall be responsible for his own failings, but not for those of the players or the Post Office.

9. Players may make alliances among themselves. However, allies may not mail in their moves in the same letter or postcard. Each move should include the officially assigned game number, the name of the player's country, the season of the move (as "Spring 1904"), the moves (using abbreviations recommended in the rulebook or employed by postal Diplomacy custom), and the player's signature. In the event that one player submits more than one set of orders for the same move,

the set with the latest postmark will apply. It is advised that in such circumstances the player indicates to the Gamesmaster that his previous moves be disregarded in favor of the enclosed ones.

10. A player who sends to the Gamesmaster moves purporting to come from another player will be summarily dropped from all GRAUSTARK games in which he is engaged. However, players may make use of such deceptions among themselves. Players may practice deceptions among themselves, but not with the Gamesmaster.

11. If only one alternative is open for the retreat of a dislodged unit, the Gamesmaster shall make that retreat and announce it in GRAUSTARK for that move. However, if the player whose unit was dislodged has sent in his orders for that move, the dislodged unit shall be annihilated rather than retreated, according to the rules of Diplomacy.

12. If any retreats are occasioned by the "Spring" moves, and more than one alternative exists, the Gamesmaster at his discretion may either ask the player who must retreat to send his retreat to the Gamesmaster by immediate return mail, and then must send it on to the other players, OR, he may ask players to send in "Fall" moves conditional upon the various possible retreats.

13. The Gamesmaster shall follow the same procedure as in Rule 12 for retreats occasioned by "Fall" moves, and for builds and removals, OR he may publish a "Winter" issue of GRAUSTARK to give these moves. The deadline for "Winter" moves shall be two weeks. For purposes of determining the winner, "Fall" includes any necessary "Winter" moves. Players may send in conditional establishments, removals, or retreats to follow their moves, if they so desire. "Winter" establishments or removals may be made conditional upon "Fall" retreats.

14. At his discretion the Gamesmaster may, instead of publishing a "Winter" issue of GRAUSTARK, inform all players in writing or by telephone of the retreats, establishments, and removals, and set a deadline for the next "Spring" moves. This information may go out with, or later than, the report of the previous "Fall" moves.

15. The Gamesmaster reserves the right to publish "Winter" issues of GRAUSTARK ahead of the deadline if all retreats, establishments, and removals have been sent in to him.

16. A player who does not send in his orders during the required period creates a situation in which civil government has collapsed in his country. (See the rulebook, p. 6.) Such collapse will last only during the move or moves in which this player does not participate, and does not affect his right to make subsequent moves. If the missed move is a "Spring" or "Fall" move, any of his units which are dislodged, are annihilated. If the missed move is a retreat, the unit which should have retreated is annihilated. If the missed move is a build, he may establish no new units until after the next subsequent "Fall" move. If the missed move is a removal, his units are removed by the Gamesmaster according to the priorities established in the rulebook. In case two units of the same priority exist, the Gamesmaster shall flip a coin to determine which is removed.

17. With a player's permission, he may be telephoned collect by the Gamesmaster should no moves arrive from him by 9 PM of the evening previous to the deadline date.

18. All times listed are local New York time, Eastern Daylight or Eastern Standard as the case may be.

19. Two units ordered to retreat to the same space, or which have only one space available for retreat, shall both be annihilated.

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GRAUSTARK is published on alternate Saturdays by John Boardman, 592 16th Street, Brooklyn, N. Y. 11218, U. S. A.

SAMPLE RULINGS

Most of the disputed rulings which have been discussed at great length in the Diplomacy press seem to arise from the inability, on the part of some players, to read the rules. GRAUSTARK does not follow "Koning's Rule", "Wells' Extension", "Frannan's Rule", or the "Boardman Dilemma". GRAUSTARK follows Calhamer's Rules.

1. At the end of a "Spring" move, the only retreat necessary is that of a Russian fleet in Sweden; which may move either to Finland or to Denmark. The Gamesmaster may follow whichever of these three alternatives seems best to him:

A. He may telephone the Russian player, describe the situation to him, get his retreat, and publish it with the "Spring" moves in the current issue of the bulletin.

B. He may ask the Russian player by mail whither he wishes to remove the fleet. Upon receiving a reply "F Swe-Fin" he so informs the other players and sets a deadline for "Fall" moves.

C. He may inform the other players, in the "Spring" issue of GRAUSTARK, that they may send in alternate sets of "Fall" orders, depending upon whether Russia orders "F Swe-Fin" or "F Swe-Den." If Russia orders "F Swe-Fin", then only the moves conditional upon this retreat will be published in the "Fall" issue.

2. At the end of a "Fall" move a Turkish army in Albania is forced to retreat into either Trieste or Serbia. In that "Winter" Austria-Hungary may build a new unit. This Austro-Hungarian "Winter" move may be submitted in the following manner:

"If Turkey retreats A Alb-Ser, then establish an army in Trieste. If Turkey retreats A Alb-Trh, then establish an army in Budapest."

3. In "Fall 1901" England orders the following moves: "A Edi-Norway; F Norwegian Sea C A Edi-Norway; F North Sea-Hol. If one supply center is taken, build F Edi if Edinburgh is open, and otherwise F Lon. If two supply centers are taken, build F Edi and F Lon."

This is not only correct, but highly recommended. If all players submit their "Fall" moves in this fashion, particularly towards the beginnings and endings of games when the situation on the board is relatively simple, the game can be expedited considerably. A "Fall-Winter" issue of GRAUSTARK can then be published, and the next moves will be those of the following "Spring".

4. At the end of the "Spring 1903" moves, Germany has armies in Munich, Warsaw, Prussia, and Holland, and fleets in the Gulf of Bothnia and Livonia. No German moves are received in "Fall 1903", and England occupies the German supply center of Denmark. At the same time a Russian attack dislodges the German army in Warsaw. Germany is left in possession only of its home supply centers and Holland.

Since the German army in Warsaw is dislodged, and no German moves were received, this army is not retreated but annihilated. Germany now has five units on the board, and only four supply centers, so one of the units must be removed in the "Winter 1903" moves.

5. After the situation described in (4), no German removal order is received by the Gamesmaster.

The fleet in the Gulf of Bothnia is furthest from home, and is therefore removed by the Gamesmaster.

6. Harvey Hare, playing Russia, submits no moves for "Fall 1902". The Gamesmaster therefore notifies the first stand-by player, Margaret Gamangani, to send in the "Winter 1902" build which Russia is entitled to make.

If Kare sends in this move, he retains control of Russia. Suppose, however, that he does not, and Gamangani orders "Builds A Sev". A Russian army is established in Sevastopol, and Gamangani takes over the play of Russia.

7. If a unit attempting to enter a province is dislodged by an attack from that province, it can still stand off a unit attempting to enter that province from another direction. For example, with impossible moves underlined:

ENGLAND: A Nor-St.P.

RUSSIA: A Mos-St.P.; A St.P-Norway; A Swe S A St.P-Norway.

The two underlined moves are both unsupported, so they stand each other off. The Russian attack A St.P-Norway is supported, so it succeeds. On p. 4 the rulebook explicitly states: "A unit ordered to move, even if unsuccessful, still may...stand off a single unit, even though its own position is attacked with support and it is consequently dislodged."

Other comparable adjudications are, with impossible moves underlined:

A.

AUSTRIA-HUNGARY: A Gre-Bul; A Rum & A Ser S A Gre-Bul.

TURKEY: A Bul-Gre; F Aeg S A Bul-Gre.

ITALY: F Ion-Gre; F Alb S F Ion-Gre.

B.

ENGLAND: A Norway-St.P.; F Far S A Norway-St.P.

RUSSIA: A St.P-Norway; A Swe & A Fin S A St.P-Norway; A Mos-St.P.

8. Italian armies in Piedmont and Tuscany are attacked with superior force and dislodged. The only retreat available to either of them is Piedmont. If only one alternative exists, the Gamesmaster makes the retreat. Here, however, two units would be retreating to the same province, which is not possible. Therefore both would fail to retreat and, thus failing, would be annihilated.

9. According to the rulebook, a fleet capable of moving into a province with two coasts may support moves into either coast of that province. For example, a French fleet in the Western Mediterranean may support a French attack from Gascony upon the northern coast of Spain. However, a fleet on the southern coast of Spain cannot support an attack into Gascony, since the southern coast of Spain does not border on Gascony.

10. A convoyed attack is presumed to come from the direction of the last convoying fleet. For example:

AUSTRIA-HUNGARY: F Adr-Ion; F Gre S F Adr-Ion.

ITALY: A Nap-Gre; F Ion C A Nap-Gre.

Since the attack comes from the Ionian Sea, it does not cut the Austro-Hungarian attack into the Ionian Sea. The Italian army remains in Naples, and the Italian fleet must retreat.

Suppose that, in addition to the above moves, Italy had played "F Apu S F Ion". Then the attacks would be made with equal support, and would stand each other off. No one would move.

11. What happens if a player double-crosses an ally by transporting his army elsewhere than agreed upon? Suppose that Germany has talked England into an alliance against France, and then double-crosses him, leading to the following moves:

ENGLAND: A Norway-Bel. GERMANY: F North Sea C A Norway-Yor.

Both moves are invalid, and both units remain where they are. "The army must be ordered to the province and the fleet must be ordered to convoy it." (Rulebook, p. 5.)

12. Suppose that two hostile armies, each with one support, attack a province occupied by another force. Naturally, a stand-off

occurs. But, since the piece in the middle can be annihilated only by being dislodged without a retreat, and since it was not dislodged, it stays where it is. For example:

GERMANY: A Ber-holds.

ENGLAND: A Kie-Ber; A Mun S A Kie-Ber.

RUSSIA: A Sil-Ber; A Pru S A Sil-Ber.

13. If one player or alliance orders such moves as F Spa(s.c.)-Por; F Por-Spa(n.c.), the moves are legal. The two units do not simply try to get to each other's spaces. As far as fleets are concerned, Spa(n.c.) and Spa(s.c.) are separate spaces. "F Por-Spa(s.c.); F Spa(s.c.)-Por" fails.

14. A unit cannot simultaneously be ordered to another province and supported in its own. If Italy orders F Ion-Gre, then the additional Italian move F Tyr S F Ion is illegal.

15. Convoyed supports are not allowed for in the rules. Thus, ENGLAND: F North Sea-Hol; A Den S F North Sea-Hol; F Hel C A Den S F North Sea-Hol is not possible.

16. Even if it is successfully attacked and routed from another province, a unit may cut support. For example:

FRANCE: A Bur-Mun.

GERMANY: A Kie-Ruh; A Mun S A Kie-Ruh; A Bel-Bur; A Tic S A Bel-Bur.

The French army cuts the support given by the German army in Munich. The attack from Belgium forces the French army to retreat.

17. A player cannot cut support given by one of his own forces, any more than he can attack or dislodge one of his own forces.

18. Under the rules, an army may be convoyed between adjacent provinces; e. g., F Bla C A Bul-Rum. Ruling (10) applies here also.

19. Two armies may exchange provinces by convoy, providing that the convoys do not go through the same region. ENGLAND: A Lon-Bel; F North Sea C A Lon-Bel and FRANCE: A Bel-Lon; F Eng C A Bel-Lon are simultaneously valid, because the English army is entering Belgium from the North Sea, while the French army is entering London from the English Channel.

20. Can an attacked and dislodged unit give support into the province from which it was attacked? GRAUSTARK rules "Yes"; see Ruling (7). For example:

GERMANY: A Pru-Ber; A Sil S A Pru-Ber.

RUSSIA: A Ber-Sil; A Mun S A Ber-Sil; A Kie-Ber.

The army in Silesia is dislodged. However, its support of A Pru-Ber is still valid since it was attacked from Berlin.

21. If three units are ordered to the same province, and only one is supported, the supported unit gets in. For example:

ITALY: A Vie-Bud; A Tri-Bud; A Bud-Ser.

AUSTRIA-HUNGARY: A Rum-Bud; A Gal S A Rum-Bud.

The ruling would be the same if the army in Vienna were, say, German rather than Italian.

THE MINISTRY OF MISCELLANY

Regular readers will see that GRAUSTARK is back to pica type. The quality of stencils cut with the other machine has steadily deteriorated. The Gamesmaster hopes to get a new typewriter soon.

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This publication is not edited under the supervision of Bangs Leslie Tapscott.

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HOW TO END A POSTAL DIPLOMACY GAME

This topic is a serious matter around GRAUSTARK. Every game published in GRAUSTARK since 9 September 1967 has ended in a draw, or is still in progress with good prospects of a draw.

The "Victory Criterion" in the Rulebook is as clear as anything could be. So, of course, it has been the topic of an immense amount of argument in the Diplomacy press. The words of the Rulebook are: "As soon as one player gains a majority of the pieces on the board, he is the winner." For example, if after a move there are only 31 pieces on the board, and 16 of them belong to one player, that player wins. And this can happen after either a "Spring" or a "Fall" move. "Fall" moves are not complete until all "Winter" builds and removals have been completed.

Sometimes two powers or alliances are so evenly matched that no winner can emerge. Under these circumstances the only thing to do, in postal or over-the-board play, is to declare a draw. In GRAUSTARK games, draws will be declared under either of the following circumstances:

1. If, upon being polled by the Gamesmaster, all players are willing to agree upon a stalemate. (The Gamesmaster recently tried to get such an agreement in 1967V, but failed.)

2. If three full game years, beginning with a "Spring" move, go by without a piece being built, removed, or annihilated, and without any power gaining or losing supply centers. (This must be net supply centers, so that two allies cannot evade this provision by exchanging two supply centers every game year.)

THE MINISTRY OF MISCELLANY

Several players and ex-players in current GRAUSTARK games were GRAUSTARK subscribers before beginning play. The unexpired balance of their subscription is being held over, as provided in Rule 3, p. 3 of this issue. The following people have unexpired subscriptions for the indicated number of issues:

Hugh Anderson	5	David Lehling	10
John Reshara	5	Robert Maloney	3
Michael Childers	6	Anders Swenson	5
George Hear	5	Mehran Thomson	32

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The following back issues of GRAUSTARK are available at 10¢ each, or 15 for \$1.00: 44, 45, 48, 50-53, 57, 58, 64, 66, 67, 71, 72, 74-91, 93, 94, 101-166. Back issues 28, 30, 32, 36, and 38-49 of the now-defunct postal Diplomacy bulletin RURITANIA are available at the same price.

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Hal Naus reports that Christine Brannan's Kalmar is going out to players in one-sheet pages; non-playing subscribers will get reports on Kalmar games once the Brannans get settled after all their moving. Hal also says that Effiart and The Lost Ones are suspended because Seattle Diplomacy fandom currently has no access to a duplicator. Cerebral Nebula games are now being published in Hal's ADAG. Scott Duncan writes that Conrad von Metzke is actually the publisher of Dies Irae and Verbal Chaos Ltd., though they are edited by him and by BMI McCuffie respectively. Spartan is also having troubles, but Gary Gygas will soon be in publication of a new IFW publication, International Wargamer. And Chris Wagner will soon be back with Strategy & Tactics; two issues are at the printers' now.

1908BF

"Telephone Diplomacy"

Gamesmaster:

John Reshara

"Spring 1905"

ENGLAND (Comber): A Edi-Norway; F St.F(n.c.) S A Edi-Norway; F Ska S F Den; F Den S FRENCH A Hol-Kie; F Lon holds.

FRANCE (Komača): F Norwegian Sea C A Edi-Norway; F North Sea S ENGLISH A Edi-Norway; A Hol-Kie; A Ruh & A Mun S A Hol-Kie; A Fur S A Mun; F Spa(s.c.) & F Mar hold.

GERMANY (Linden): F Bal-Kie; A Fer S F Bal-Kie.

ITALY (Berman): A Tyr-Vie; A Tri-Vie; F Ion holds; F Tyr S F Ion; A Alb-Gre.

AUSTRIA-HUNGARY (Prosnitz): A Bud-Rum; A Gal & A Ser S A Bud-Rum; F Gre-Bul.

RUSSIA (Champer): No moves received. A Fin, F Swe, A Boh, & A Ukr hold. A Norway & F Rum are dislodged.

TURKEY (Birsan): A Bul S RUSSIAN F Rum; A Con S A Bul; F Aeg-Ion; F Eas S F Aeg-Ion.

Underlined moves are not possible. The Russian army in Norway is annihilated and, under Reshara's rules, the Russian fleet in Rumania retreats to the Black Sea.

"Fall 1905"

ENGLAND: F Den-Bal; A Norway-Swe; F Ska S A Norway-Swe; F Lon-North Sea; F St.F(noc.) S FRENCH F Norwegian Sea-Norway.

FRANCE: F Norwegian Sea-Norway; F North Sea-Eng; F Spa(s.c.)-Mid; F Mar-Spa(s.c.); A Mun-Ber; A Kie S A Mun-Ber; A Fur-Mun; A Ruh S A Fur-Mun.

GERMANY: A Ber S RUSSIAN A Boh-Mun; F Bal S A Ber.

ITALY: F Ion-Gre; A Alb S F Ion-Gre; F Tyr-Ion; A Tyr-Pie; A Tri-Tyr.

AUSTRIA-HUNGARY: A Gal-Vie; F Gre-Bul(s.c.); A Ser & A Rum S F Gre-Bul(s.c.).

RUSSIA: F Bla-Sev; A Ukr-War; F Swe S A Fin; A Fin S F Swe; A Boh S ITALIAN A Tyr-Vie.

TURKEY: A Bul S ITALIAN A Alb-Gre; F Aeg & A Con S A Bul; F Eas-Smy.

The German army in Berlin is dislodged, and the Austro-Hungarian fleet in Greece is annihilated. The High Combatant Powers now control the following supply centers:

ENGLAND: Edi, Den, Liv, Lon, Nor, St.P. (6)

FRANCE: Bel, Ber, Bre, Hol, Kie, Mar, Mun, Par, For, Spa. (10)

ITALY: Gre, Nap, Rom, Tri, Tun, Ven. (6)

AUSTRIA-HUNGARY: Bud, Rum, Ser, Vie. (4)

RUSSIA: Mos, Sev, Swe, War. (4)

TURKEY: Ank, Bul, Con, Smy. (4)

"Winter 1905"

ENGLAND: Builds A Edi.

ITALY: Builds F Nap.

FRANCE: Builds A Far, F Mar.

AUSTRIA-HUNGARY: Builds A Rud.

GERMANY: Removes all units.

RUSSIA: Removes F Swe.

1968G

"Winter 1906"

HUON SCUTTLES TWO FLEETS AND FOR COVER

ENGLAND: (Walker): Removes F North Atlantic & F Bar.

RUSSIA (Presnitz): Builds A Mos & A War.

TURKEY (Lebling): Builds A Smy.

The deadline for "Spring 1907" moves is NOON, SATURDAY 30 NOVEMBER 1968.

LONDON (8 November 1906): In a towering rage, the King-Emperor of England, Huon XVIII, hurls His majestic voice, dripping with venom and threat, at the cowering Baron Meliadus. "Do you mean to tell Us, Baron, that two fleets of the Empire, not just one, but actually two, have had to be scuttled? What is your excuse for such incompetence? As if there could be any adequate excuse, that is. What? No answer? Why, you sniveling, groveling coward! How dare you sully Our court with your unseemly presence! Off with his head!!" It was, the records show, the 28th head to roll that day, and the Tower was crammed with victims of the King-Emperor's wrath.

1968J

"Winter 1906"

ENGLISH INTENTIONS WORRY TURKS

ENGLAND (H. Anderson): Builds A Lon.

GERMANY (Krus): No move received. Gamesmaster removes A Ruh. Since

Germany is so nearly out of the game, no stand-by will be recalled on.

ITALY: No move received, and Italy does not build this year. See p. 1

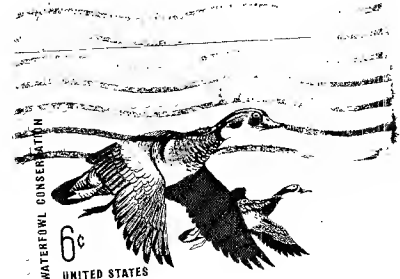
For instructions to stand-bys.

TURKEY (White): Builds F Smy.

The deadline for "Spring 1907" moves is NOON, SATURDAY 30 NOVEMBER 1968. Since both 1968G and 1968J are about out of stand-bys, the stand-by players in the two new games will be assigned to these, if they wish, at no extra cost.

GRAUSTARK #168

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